

Frequently Asked Questions

Bots: Bots that are bought by a controller operate autonomously from them during the game. Their AIs are sufficiently advanced enough that they can carry out their missions without specific guidance.

A controller may hack another player's bots even if they are fielding their maximum allowance of bots. As stated, once bots are in play, they operate completely independently from their controller - even if he dies!

Close Combat: A model from a team that is engaged in close combat is considered as an independent until it is resolved.

Critical Damage effects: Certain weapons, such as the X-Tec Beamer, have special critical effects while rolling damage, this is in addition to any other effects that normally occur, such as additional damage die on the roll of a 6.

Dual Weapons: Models equipped with dual weapons that receive a jam result may still continue to fire using the weapon profile, but lose the ability to fire twice in a turn. If a second jam result is rolled while using that weapon, they may no longer use it.

Energy Weapons: Any weapon or Craft power that causes the fire effect is considered an energy weapon in regards to neutralizing the Regeneration ability.

Fire: Models do not catch other models on fire if they run into them while moving randomly.

Models classified as robots that have caught fire continue to activate as normal. They must still check for damage during the control phase as per the normal fire rules until the fire goes out or the model is destroyed.

Forest and Rock Fields: While in a forest or rock field, you can see out if you are 2" from the edge, and figures outside can see in up to 1". Models inside the cover of a rock field or forest trying to target an opponent within the same area can only see up to 1" - the same as a model trying to look in. These types of environment are perfect for surprise attacks and guerilla warfare, where you can almost walk over an enemy combatant and not know it.

Grenades: Grenades that are targeted at a point on the table will automatically deviate from that point (unless they are classified as Smoke or Gas), but a roll of 2d6 must still be made to check for critical failure. If a critical failure does occur, follow the critical failure rules as laid out on page 47 of Resolution: A Dark Tomorrow. Grenades cannot be used with the Run 'n' Gun skill.

Initial Basic Set Up: The player who wins the control roll can choose to either set up first or select his opponent to do so. A player must set up his entire force, unless he has models with skills or abilities that allow them to be deployed later. Once both sides are set up and ALL models are deployed, players make another control roll. The player who wins the control roll can choose to either activate first or select his opponent to do so.



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Line of Sight and Hidden Models: Models that are hidden and cannot be targeted do not block line of sight to models behind them as they are 'hidden' and so the shooter is unaware of them. Consider the hidden model to be hugging whatever terrain features are available, making themselves as small and undetectable as possible.

Medics and Medi-Bots: These models cannot heal models that are classified as robots.

Morale: Teams make take morale tests as a whole team. Morale tests from damage are based on casualties to that team, rather than wounds on an independent model. Models that fail a morale-based test in close combat immediately panic and flee. Fleeing models are subject to free strikes.

Mono-Blades: The mono-blades entry for the Ronin Second states that it does 4D6 damage. But, the mono-blades entry for the Dravani Human Form states that the weapon does 4D6 P2. The stats for each model are correct. Some weapons may appear the same, but will have slightly different effects due to the user.

Multiple Ranged Combat Attacks: Certain models have weapons or abilities that enable them to fire multiple times during a turn, for example the ability Snap Shot or a model being equipped with dual machine pistols. When these models make their attacks each shot is rolled and resolved individually, taking into account any that happened due to the previous shots, such as a model going prone or a model's attributes becoming modified due to damage.

Nearest Target: Models that are stunned are not an immediate threat and may be ignored when determining who is the nearest target, as can models that are moving randomly by such effects as fire.

Orders: A team must be within 6" of a model with the Leadership ability to receive an order.

Ranged Weapon Damage Profiles: If a weapon has two numbers listed in its damage profile (e.g. dual machine pistols 5d6/3d6), the first is used for short range damage, while the second number is used for damage at long range.

Remote Access: If a draw is rolled while attempting remote access on a robot or cyborg both models take 1d6 damage as described on p.52 of Resolution: A Dark Tomorrow under Combat Online.

Spray Template: All models under the template, whether partially or fully, are automatically hit by the weapon, but you still have to roll to hit once on 2d6 to check for critical failure. This is to see if the weapon actually fired and didn't misfire or, as in the case of the flamethrower, run out of fuel. Weapons that use a spray template do not receive a critical success bonus on the roll of a double six.

As all models are considered moving in close combat, it's impossible to single out one target with a weapon that uses a spray template so all models in that combat are



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considered hit.

Suppression: If any member of a team is caught in suppressing fire, a single NRV test is made for the whole team.

Weapons in Close Combat: A weapon must be designated as close combat to be able to use it in close combat, unless it is classified as a pistol. A model armed with a pistol may use its damage profile for a successful attack in close combat attack.

Vassals: Lektras, Executors and Wraiths are all considered Vassals for the purpose of Feed and Presence. Consequentially any Ronin hired by a Dravani force are also considered as Vassals.

Skills & Abilities

Catlike: Catlike can be used when models are attempting a SAG based test, such as when be targeted by a ranged combat attack.

Drain: Drain only effects models that have an organic component, unless otherwise specified. Models classed as robots cannot be drained.

Feed: Feed is not an action. A model with this ability may use it at any time there is a Vassal within 6", though it may not directly interrupt another player's move or action to do so e.g. a model may not Feed from a Vassal while it is being attacked, but must wait until his opponent has finished his damage roll. A model with Feed may immediately sacrifice a Vassal after it has taken fatal damage or been killed to ignore the damage taken, though this will not remove effects such as fire or poison.

Flurry: Models with Flurry can move up to 1" to move into close combat range (1/2") with another model.

Horrific: If a model has passed a morale test to charge in to close combat with a Souless. That model does not need to make the same test if later in the game he wishes to attack another Souless (he's overcome his fear of them for the time being) but he would have to check if he went against a Volkoda or another horrific being. Every time a model takes damage from a horrific being in close combat they have to check in case they flee. Although they may have temporarily mastered their fear, it is still lurking underneath and being wounded by such a being may be enough to send them over the edge into a panic!

Legendary: When a model fails a fatal damage roll or is killed outright, he may use the Legendary ability. If the model is down to the block before the skull on the Damage Gauge (his last block) he remains there as long as he keeps making his Legendary rolls. Every time a marshal is damaged it is treated separately i.e. if he is hit multiple times by a model he will have to take multiple Legendary tests. As long as he keeps making the Legendary test, he stays in play.



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Misgiving: Affected models test once per action. If they fail the NRV test, their activation is considered ended.

Presence: This ability only effects models that are classed as Vassals: Lektra, Executor, Damned, Wraith and any Ronin models that are on the Dravani player's crew.

Run 'n' Gun: A model must complete its move before firing its weapon.

Smoke: Models with this ability may ignore terrain and terrain effects, thus they are able to charge 'through' terrain if they want, as a direct line of sight is not needed. Models with Smoke still gain the benefits of cover.

Snap Shot: All weapons that are designated as pistols can be used with this ability.

Sneak: A model with this ability is ALWAYS considered hidden at the end of its turn for targeting purposes unless it is within 6" of an enemy model i.e. models that want to make a ranged attack must attempt to spot this model first, and a model that wants to charge a model with Sneak must be within 6". Models with Sneak are not considered prone if spotted or charged. Models with Sneak are always considered hidden at the end of their turn even if they are completely in the open.

Ward: The Ward ability gives the Fist an armor rating from 1-3 rolled individually against each attack that hits him (where armor matters).

Small Arms List

Smart Pistol

Heavy Pistol

Machine Pistol

9mm Pistol

SMG

Hammerhead Assault Pistol

Beam Pistol

Flechette Pistol

Snipe Pistol

Soft Pistol

HV-ATU Inteli-Gun

Sawn-Off Shotgun

Hypo-Gun

Mini-Crossbow (counts as a pistol)

Machine Fist



Frequently Asked Questions

Errata Resolution: A Dark Tomorrow

p.31. The CSO Trooper crew allowance should read: Crew Allowance 0 + Team Allowance 4-10

p.38. Prone Models should read: Prone models within 1” of cover are considered hidden and cannot be spotted unless the attacker has direct line of sight.

p.80. Quick Reference Sheet

Spotting hidden models should read: Enemy models are automatically spotted if a model is moved within 6”

p.105. Shootist

Model type: Independent

p.107. Ghost

Model type: Independent

p.111. Fist

Armor should read: 0

p.128. Peace Keeper Major

Crew Allowance should read: 0-1 per CSO Peace Keeper Team

CSO Peace Keeper Team Attachment

Should also have Special: Sealed Suit

p.129. Peace Keepers

Should also have Special: Sealed Suit

p.150. Lektra Vassal

Class should read: Human

p.155. Baggers

Surgical Tools Special should read: Model receives additional damage dice on the damage rolls of a 5 or 6, instead of just the usual 6.

p.166. Arashi

Crew Allowance should read: 0-4

p.196. Skills and Abilities

Built for Battle should read: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play; on the roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.



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p.199. Skills and Abilities

Presence should read: Vassals within 6” of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.

p.200. Skills and Abilities

Twitch should read: 12” ranged attack against opposed NRV tests. If successful target model takes 3d6 damage (no armor modifiers allowed) Model is also stunned.

Data Cards

Arashi – APAC Data Card

Crew Allowance should read: 0-4

Baggers - Dravani Data Card

Presence should read: Vassals within 6” of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.

Dravani Human Form - Dravani Data Card

Presence should read: Vassals within 6” of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.

Marshal – CSO Data Card

Crew Allowance should read: 0-5

Peace Keeper – CSO Data Card

Damage Gauge should have 1 additional box as per the book. It should read 3 Blank, -1, -2, D

Stomper - CSO Data Card

Built for Battle should read: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play; on the roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Souless - Dravani Data Card

Presence should read: Vassals within 6” of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.

Wraith - Dravani Data Card

Model Class should read: Cyborg



Frequently Asked Questions

Outbreak - Gencon pre-release version only

The following abilities were missing:

Page 38 NEW SKILLS AND ABILITIES

Cyber-Rage:

Models with Cyber-Rage gain the Berserk ability and +1 to their Armor. Their Class becomes Cyborg. They ignore the effect of the Leadership ability and use their own NRV for all NRV tests.

Merciless:

A model with this ability suffers no RCA penalty for shooting into close combat. However, if the firing model misses, the shot hits a friendly model on result of 1, 2 or 3 on a d6. They may also re-roll (once) a failed NRV check for Misgiving.

